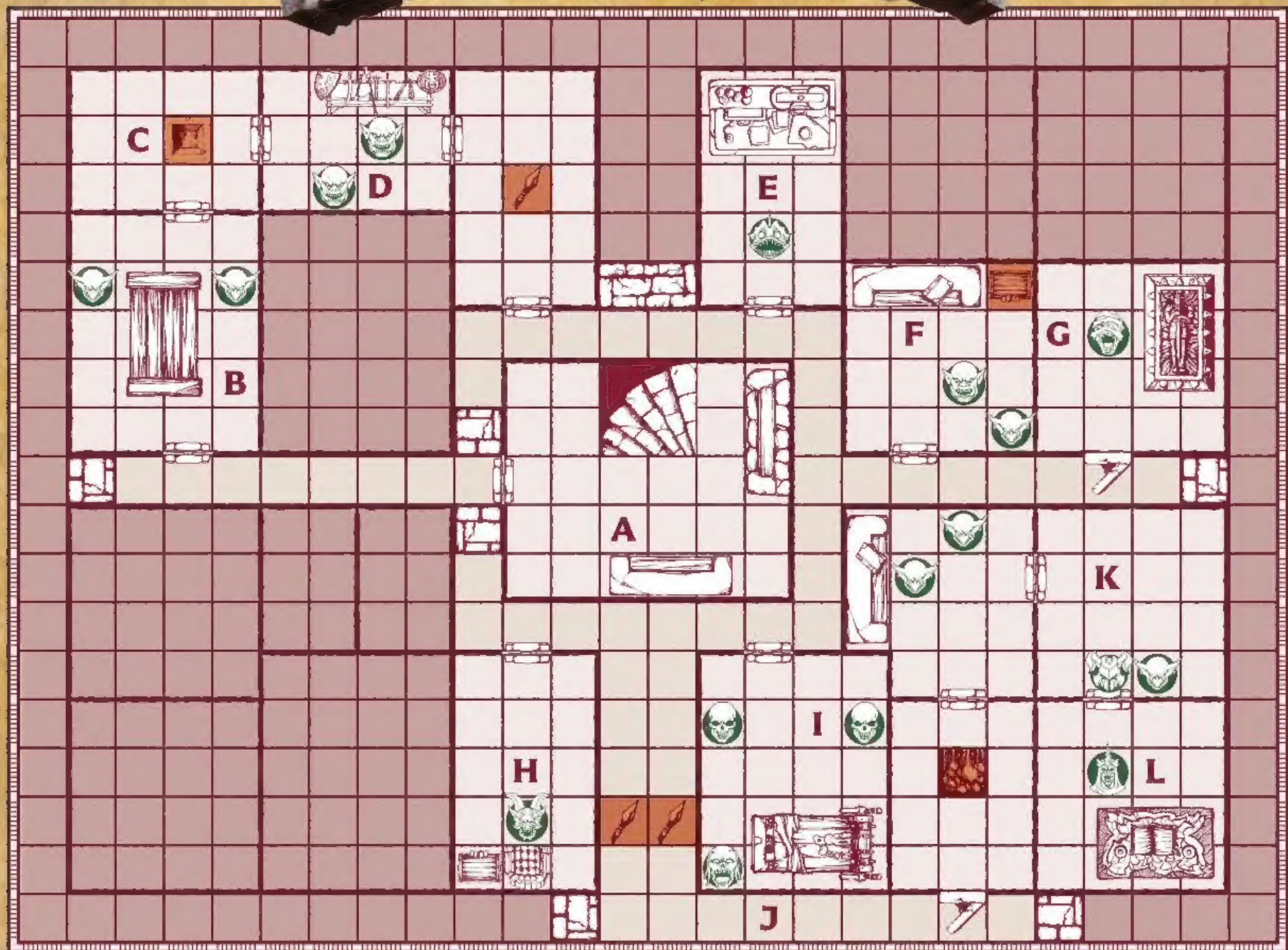


HEROQUEST



At the beginning of each quest, only the parchment text should be read aloud to all players.

ONLINE QUEST O

New Beginnings

Heed well my words, for I am Mentor. I have much knowledge to impart upon you but no time to do so. As we speak, a contingent of minions loyal to the evil sorcerer Zargon escapes our grasp. If this wicked group of villains should succeed in retreating back to Zargon's Dread Host there will be dire consequences! The people of this land tell tales of your good deeds.

Help the Realm with this critical undertaking and you shall take the first step on the road to becoming true heroes! We have tracked these sinister forces to a location nearby. I can provide you guidance using the far voice spell, but cannot intervene on your behalf lest Zargon will discover your vital mission and seek to block your path. The Quest is Calling!

In each quest, notes prefaced with a capital letter correspond to a matching letter location on the quest map.

NOTES

Throughout each new quest, Mentor uses his *far voice* spell to magically communicate with the heroes from a distance. If this is the first time the heroes are meeting each other, have Mentor ask the heroes to introduce themselves to him and to each other

(for example: taking turns reading the back of their hero card out loud.).

A. "That locked door will take too long to break down with brute force. Perhaps you can find another way to open it." The door here is barred shut but the first Hero to search for treasure will find a lever to unlock it hidden behind a loose stone in the fireplace.

B. "Goblins! These green-skinned creatures are small and quick. Despite their small stature and lack of brute strength, they are dangerous foes."

C. "Proceed with caution. Something about this room doesn't feel right."

A hero who searches for traps in this room finds a hastily covered hole in the floor. The rules for disarming and jumping pit traps is explained in the Heroquest Game System rulebook, however the hazard in this room can be easily avoided if they so choose.

D. "The orcs who have joined the ranks of Zargon's vile armies delight in cruelty and slaughter. These powerful warriors should never be underestimated." The objects on this weapons rack have all fallen into disrepair, however the first hero to search for treasure finds a shield exactly like the one described in the armory. The shield is emblazoned with a phoenix motif and besides a thick layer of dust, it otherwise remains unaffected by the passage of time.



Wandering Monster in this Quest: 1 Goblin



E. *“Be on your guard! Little is known about the wicked creatures known as Abominations other than they possess great cunning and are difficult to best in combat! This hulking beast seems to be guarding that alchemist’s bench. What secrets might it hold?”* The first hero who searches for treasure finds a potion of healing for each hero on this quest. Each potion restores 4 lost Body Points when consumed.

F. This treasure chest is trapped with a spring-loaded blade. If a hero searches for treasure before the trap is disarmed, they lose 2 Body Points. The chest contains 60 gold coins.

G. *“This secret room contains a long-forgotten sarcophagus. You watch in horror as the lid of the stone coffin slides aside to reveal the undead creature ready to punish those who disturbed its ancient and unnatural slumber.”*

H. *“Be warned, this is no statue! A gargoyle is a foul creature brought to life by Dread magic. Its stone skin makes them very hard to wound in battle, and they are often disregarded as statues before they leap upon unsuspecting prey. It is Zargon’s most powerful minion. This gargoyle has already suffered injuries but is still a powerful foe. Dispatch it quickly or I fear this is where you will meet your doom!”* This gargoyle is severely wounded. It has 1 remaining Body Point and may only roll 2 Defend Dice. Inside the gargoyle’s chest is a ring called **Ring of Fortitude**. Its use is explained on the matching artifact card.

I. *“Such a pity. This prisoner and their captors are animated by Dread magic to be forever united in undeath. Zargon’s cruelty knows no bounds.”* The first hero who searches for treasure finds a gold wedding band worth 40 gold coins.

J. When a hero has line of sight to J read, *“Something’s not quite right here.”*

K. *“Dread warriors strike fear into all but the bravest (or most foolish) of opponents, and for good reason. This particular one appears to be guarding that door. I suspect our quest nears its end!”* The first hero who searches for treasure finds a half-filled flask of potion of healing on the belt of the Dread Warrior. The potion restores up to 2 lost Body Points when consumed.

L. *“Zoryana wretched crone of the Dread Flame! This final threat was not known to me, or I would have never...” Suddenly, the red robed woman’s hands and eyes flicker with evil Dread magic as she screams, “If I’m going to die here, I shall take you all with me...IN FLAMES!”* Zoryana wretched crone of the Dread Flame knows the following spells: **Ball of Flame** (which she can cast three times).

ZORYANA WRETCHED CRONE OF THE DREAD FLAME:				
MOVEMENT	ATTACK	DEFEND	BODY	MIND
8	1	3	4	6

Zoryana wears a set of bracers exactly like the one described in the armory. A hero who claims them will notice the hardened leather braces have fire symbols burned into them and smell faintly of brimstone and ash. The quest is over when Zoryana is defeated.

Ending the Quest
“Today, you have proven that all that it takes for evil to falter, for the machine of wickedness to grind to a halt, is a few good adventurers who are ready to rise to the challenge. Through your strength and your courage, a spark of hope still exists in these dark times. Together we can save this world from utter destruction at the hands of the evil sorcerer Zargon, and I shall offer my wisdom and guidance as you begin that noble quest HEROES!”

This is a good time for the heroes to divvy up their loot to ensure they have the best chances of defeating any foe Zargon should send at them!

Treasure
To eliminate conflicts among the heroes, large gold coin treasures found in treasure chests should be divided among all surviving heroes.

Passing Items
A hero can pass a potion, artifact, weapon, or any other item to another hero only if the two heroes are in adjacent squares and neither hero is adjacent to a monster. Players may also freely trade items before and after any quest.

Trip to the Armory
You may now visit the armory and purchase new weapons and armor with the gold coins you have accumulated.

Selling Excess Items
As the heroes gain better equipment, they can sell some of their old items to the armory. Only items that are listed for sale in the armory can be sold back to the armory. The hero receives gold coins equal to half of the armory’s price when selling items to the armory. Thus a hero who sells a longsword (which costs 350 gold coins) back to the armory, receives 175 gold coins in return. Items sold at the armory for odd sums (the dagger at 25 gold coins for example) can be sold back for half price, rounded down (12 gold coins for the dagger).

